

## CLAIMS:

1. An image processing program for executing processing on a computer, comprising at least:
  - 5 a step outputting an operation speed and an operation direction based on operation information of an operated object;
  - a step calculating a reproduction speed of an live-action moving background image based on an image taking direction component of the operation speed;
  - 10 a step creating a visual point transformed background image in which a visual point of a background image read out based on the reproduction speed is transformed from a visual point in which a display position of the operated object becomes a predetermined position; and
  - a step superimposing the operated object on the visual point  
15 transformed background image.
2. The image processing program for executing processing on a computer according to claim 1, further comprising
  - an image combination step combining background images between next  
one of a background image read out from the moving background image for  
20 previous display and a background image read out for display at this time to output as a single background image.
3. The image processing program for executing processing on a computer according to claim 1 or claim 2,
  - wherein said steps are applied to a race game.
- 25 4. A computer readable recording medium recording the image processing program according to any one of claim 1 to claim 3.

5. An image processing apparatus, comprising at least:

an operation information outputting means for outputting an operation speed and an operation direction based on operation information of an operated object;

5 a reproduction speed calculating means for calculating a reproduction speed of a live-action moving picture background image based on an image taking direction component of the operation speed;

a visual point transforming means for creating a visual point transformed background image in which a visual point of a background image  
10 read out based on the reproduction speed is transformed from a visual point in which a display position of the operated object becomes a predetermined position; and

a superimposing means for superimposing the operated object on the visual point transformed background image.